CIS18A Course Project

BBQ Timer

Introduction:

BBQ Timer is a java application used for timing different types of meat to BBQ. Simply select the type of meat you would like to grill and watch as the timer count’s down to a perfectly cooked meal.

Classes:

BBQ Timer uses two classes one called Meat to represent the objects that will be grilled, the object holds variables to keep the time and a method that counts down using thread sleep and one called BBQ Timer which is the driver class and start of the program.

Criteria:

* Use Comments: Document your code, program purpose – Throughout
* Use appropriate data type (int, double, long, float…) - Throughout
* Variables: name and use your variables accordingly, reference the variables, include in blocks. - Throughout
* Use switch statements: Adequate "Options" menu and selection. - Line 78
* Use loops (If, If-else, While, Do-while, Range-based, for-loop). - Line 72
* Use Operators: order precedence, functionality in arithmetic, logical and all parameters – Throughout
* Class: incorporate at least 2 classes in the program – Line 3 and 43
* Objects and methods: create objects, constructor and use methods to access these objects. - Lines 7, 12, 16, 29, 50-56
* Arrays: include an array, 1 or more dimension is acceptable. - Line 59
* Control access to class members – Lines 4, 5
* Include packages to streamline development. - Line 1
* Implement interfaces: at least more than one interface in the program. - Line 46

